Guide No. 14343

ROC'N ROPE™

No. 2667

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CARTRIDGE INSTRUCTIONS

For use with the GEMINI™, Atari® 2600™ VCS or other compatible game systems.

- For one or two players.
- Select from four skill levels.
- For color or black-and-white TV.

COLECO

A LEGENDARY QUEST

Is the Golden Roc merely a myth? Or does it really exist? Find out in Coleco's ROC N' ROPE™, a game of skill and speed.

In your quest for the Golden Roc, you'll travel through a prehistoric landscape made up of hazardous ledges and treacherous cliffs.

Scale the heights with your trusty rope and use your powerful flashlight to daze the lumbering dinosaurs and the swift-footed cavemen.

Fortunately, the Golden Roc has left a trail of magical eggs. Gather them as you go and use their powers to make the dinosaurs and cavemen disappear. But watch your step! If you slip while on the edge of a cliff, you'll plummet to the depths below!

The treasures of the Golden Roc are yours when you reach the summit. But you must journey on. The fabled bird awaits you at the top of another perilous climb!

GETTING READY TO PLAY

ALWAYS MAKE SURE THE GAME SYSTEM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Be sure the B-W/Color Switch is set to the "Color" position on your game system.

One-Player Game
Use the **left** controller.

Two-Player Game (Alternating Players)
Players take turns. Player 1 uses the left controller; Player 2 uses the right controller. Player 1 goes first and each turn lasts until the player's explorer is eliminated.

Choose your challenge

Insert the cartridge; then turn your game system on. First, the Title Screen appears on your TV. Then the Game Option Screen appears. Press the Game Select Switch to choose the skill level and the number of players. Keep pressing the Game Select Switch until the Game Option you want appears.

Game 1 = One-Player, Skill 1
Game 2 = One-Player, Skill 2
Game 3 = One-Player, Skill 3
Game 4 = One-Player, Skill 4

Game 5 = Two-Player, Skill 1
Game 6 = Two-Player, Skill 2
Game 7 = Two-Player, Skill 3
Game 8 = Two-Player, Skill 4

Skill 1 is the easiest, suitable for play by beginners or younger players.

Skill 2 is a little harder. Enemies are more dangerous.

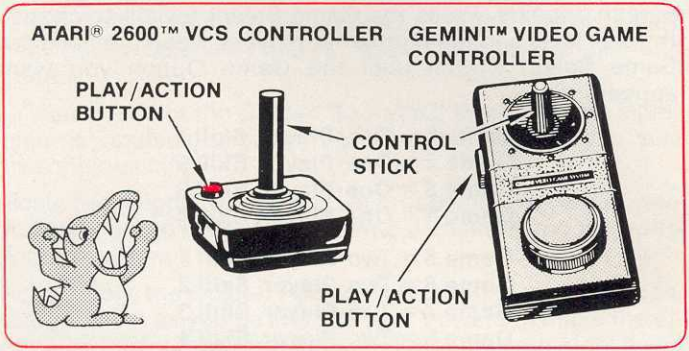
Skill 3 is a perilous journey. Your enemies are hot on your heels!

Skill 4 is the toughest challenge of all!

Press **GAME RESET** or the **Play/Action Button** to start the game.

NOTE: The left and right difficulty switches are not used in ROC N' ROPE™.

USING YOUR CONTROLS



1. **Control Stick:** Move the Control Stick left or right to make your explorer move in the selected direction. Move it up (away from you) to make him grab a rope when he is at a rope stake, then left or right to make him climb in the selected direction. Move the Control Stick up to make your explorer get off the rope when he's at the top of the rope. Move the Control Stick down (toward you) to make the explorer climb down off a ledge onto a rope. If you move the Control Stick down when the explorer is **on** a rope, he falls.

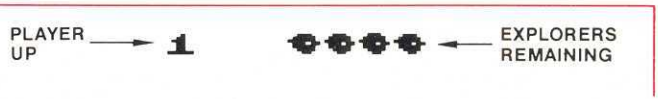
2. **Play/Action Button:** Press the Play/Action Button while the Control Stick is in the up position to make your explorer shoot a rope. Your explorer cannot shoot another rope while still on a rope.

   Press the Play/Action Button when the Control Stick is in any other position to make your explorer shine his flashlight, whether he is on or off a rope.

HERE'S HOW TO PLAY

High adventure

When your journey begins, you face a series of dangerous cliffs. You must climb from ledge to ledge by shooting your rope until you reach the Golden Roc perched on the highest cliff. Before the action begins, you'll notice a number in the upper portion of your screen, indicating current player up. It is followed by a group of small explorers, indicating how many explorers that player has remaining. Now you're ready to start your quest.



Tick . . . Tick . . . Tick

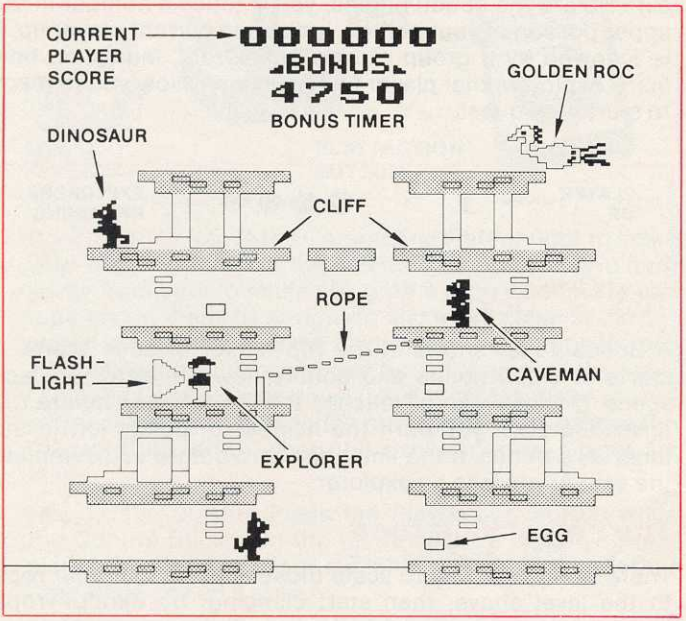
A Bonus Timer shows at the top-center of each scene. It starts at 5,000 points and counts down to zero for each scene. If your explorer reaches the Golden Roc before the timer hits zero, you earn the number of points left in the timer as a bonus. If the timer hits zero before you complete the scene, you lose an explorer.

The end of your rope

There's only one way to scale those cliffs: Shoot your rope to the level above, then start climbing! Be careful—rope shaking dinosaurs and fast-footed cavemen are close on your heels!

Blinded by the light

If you're quick with the switch, you can use your flashlight to daze the dinosaurs and cavemen. Earn 20 points for stunning an enemy; earn 600 points and eliminate the enemy if your energized when you daze him. Then quickly slip past them. But don't even try to daze a caveman in mid-jump—it just won't work!



Movers and Shakers

When a caveman pauses by your rope stake, he's looking for trouble! Stop climbing and hold on tight or he may shake the rope out from under you!

A chew!

What big teeth those dinosaurs have! They'll do their best to chew right through the rope you're climbing. Scurry in a hurry when they reach your rope stake!

Scramble for eggs!

The eggs left behind by the Golden Roc contain magical powers. Touch one and you're energized! Earn 800 points for every egg you touch. See how you glow with their magical powers!! Any enemy you touch is eliminated. Earn 600 points for each enemy you eliminate while energized. But don't count on the magic to last long!

Journey's end

When you make it to the final cliff, shoot your rope one more time. It should take you to the Golden Roc. You've done very well for a cub explorer, but more adventures await you in scene two!

Onward and upward

Once you've made it through all three scenes, keep adventuring to reach the Golden Roc. The rewards awaiting you are worth the challenges you will face!

Starting over

Your adventure ends when all your explorers are eliminated. Press **Game Reset switch** or **Play/Action Button** to play again at the same skill level and number of players; press **Game Select** to choose another challenge.

Reset

Press the Reset Button at any time to start a new game. The Reset Button can also be used in case of game malfunction.

SCORING

EXPLORER'S ACTION	POINTS EARNED
Contacting an egg	800 points
Contacting enemy while energized	600 points
Eliminating enemy with flashlight while energized	600 points
Stunning enemy with flashlight	20 points

Bonus Points

The Bonus Timer starts at 5000 points and counts down to zero for each of the three scenes. If you complete the scene before the timer runs out, you get the points remaining in the timer as a bonus!

You start adventuring with five explorers and earn a Bonus Explorer when your score reaches 20,000 points.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing ROC N' ROPE™, but it is only the beginning! You will find that this cartridge is full of special features that make the game exciting every time you play. Experiment with different techniques—and enjoy the game!

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Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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